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COMICS



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ENTERTAINMENT

"THE END OF THE WORLD!"
CURSE OF THE

WEIRD

YOU ARE A
ZOMBIE!



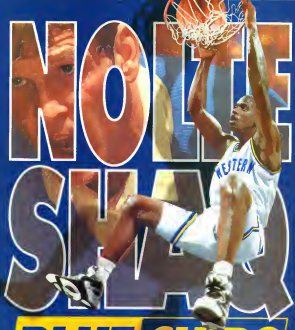
DIRECT EDITION



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UNCANNY TALES
OF TERROR!



PARAMOUNT PICTURES PRESENTS A MICHELE RAPPAPORT PRODUCTION A FILM BY WILLIAM ECKSTEIN **NOBLE SLAM** **BLUE CHIPS**
MARY MACDONWELL ERIC NEILL J.C. WILSH ALFRE WOODARD AND SHAQUILLE O'NEAL COSTUME DESIGNER BEARNE POLLACK
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IN YOUR FACE 2.18.94

MODESTY FORBIDS US TO SAY TOO MUCH ABOUT THIS YARN...YOU ALL KNOW THAT "MENACE" HAS BROUGHT YOU THE FINEST STORIES IN COMICS...WELL, YOU ARE NOW ABOUT TO READ A TALE WHICH IS SIMPLY MERELY THE **GREATEST!**

ZOMBIE!

A TALE OF
MADDENING
MENACE!

YOU STAND MOTIONLESS
UNDER THE MOON IN THE
SILENT SWAMP YOU
HAVEN'T MOVED FOR DAYS!
YOUR MIND IS A BLANK,
AND YOUR GLASSY EYES
STARE AHEAD UNSEEINGLY!

.... YOU'RE A
ZOMBIE!

SUDDENLY A FAMILIAR COMMAND RECHINGS IN YOUR
DEAD BRAIN ... JUST ONE WORD ...

COME!

YOU TURN SLOWLY AND BEGIN TO TRUDGE TOWARD THE
SOURCE OF THE UNSPOKEN COMMAND ...

**YOU SHUFFLE ALONG IN THE LOOSE, LIMB
BAIT OF THE LIVING DEAD ...**



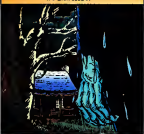
**... THROUGH THE MUD AND MUCK
AND MIRE ...**



**... THROUGH THE DOOR AND FILTH
AND STENCH ...**



**... UNTIL YOU REACH THE BLACK AT THE EDGE OF THE
SWAMP! IT'S AS DIRTY AND DAMP AS YOU ARE, AND
IT'S EVEN OLDER!**



**YOU PUSH THE DOOR OPEN WITH LONG NAILS FINGERS ... AND,
INSIDE, FACE THE ONE WHO SUMMONED YOU!**



**HE HAS BEEN YOUR MASTER FOR AS LONG AS YOU CAN RE-
MEMBER -- HE, OF NO NAME -- HE, WITH HIS DEVIL-DOLLS,
AND HIS VILE MAGIC POTIONS -- HE, WHO HAS CAST THE
BLACK MAGIC SPELL UNTOLD YEARS AGO, WHICH BROUGHT
YOU BACK FROM THE DEAD AND MADE YOU HIS SLAVE!!**



**HE GIVES YOU YOUR ORDERS SLOWLY, CALMLY,
KNOWING YOU MUST OBEY!**



YOU HAVE NO WILL... NO MIND OF YOUR OWN... YOU RISE
AND SHUFFLE OUT OF THE DIRTY SLUT...



... AND ONCE AGAIN YOU MAKE YOUR WAY THROUGH THE
FOUL SWAMP, TOWARD THE TOWN ...



THE STREETS ARE ABLAZE WITH LIGHT, FOR ITS FESTIVE
TIME ... AND THE PEOPLE ARE CELEBRATING THE ANNOY
GRAB!



EVERY IMAGINABLE COSTUME CAN BE SEEN IN THE GAY,
ROSY CROWD ...



BUT THE ONE THAT DRAWS THE
JURY'S ATTENTION ...



... ISN'T A COSTUME AT ALL! ...



IT'S YOU!!



SILENTLY YOU EDGE OUT OF THE CROWD, AND STEAL
AWAY TOWARD THE DARK, HARBOR SID-STREETS ...



YOU ARE NEITHER HAPPY NOR SORRY FOR WHAT YOU ARE
ABOUT TO DO ... YOU HAVE NO FEELINGS AT ALL ... YOU ARE
JUST A BLINDLY-OBEDIENT HOLLOW SHELL !!



THE POLICEMAN'S SHOTS ARE IN VAIN - A DEAD MAN CANNOT
DIE ! BUT YOU MUSTN'T LET YOURSELF BE CAUGHT - THERE
ISN'T MUCH TIME --- QUICKLY YOU MELT INTO THE CROWD !

STOP! STOP! OR I'LL SHOOT!
STOP! STOP!!



AND SOMETIME LATER YOU FIND YOURSELF BACK IN
THE HUT --- FACING A WRAITHFUL FIGURE !

YOU FAILED ME!
YOU CAME BACK
EMPTY-HANDED!



This couldn't wait 'til the 21st century.



The "X" generation of Mega Man adventures is here.
For the first time on the Super NES.

As his last great creation, Dr. Light developed "X"—the first thinking, decision-making robot. Years later, Dr. Cain modifies his design to make thousands of supposedly "harmless" Replids. That is until Sigma, the most intelligent Replid of all, decides to lead the others in eliminating all humans from the planet. Now "X" must hunt down Sigma using his all-new arsenal, including the X-Buster and the awesome Emergency Acceleration System. It's the Mega battle of the next century, found only on the Super NES.



"X" uses his X-Buster to
vanish Zero, the leader
of the Maverick Hunters
from the evil Vile.



When the robotic
armies glass "X" to the
ground, either he
shoots or he's stuck.



"X" destroys an
enemy submarine fuel
tank and things get
extremely explosive.

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CAPCOM

THE LASH OF THE WHIP MEANS NOTHING TO YOU ...



YOU ARE JUST ALL PAIN ...



BEYOND ALL FEELING ...



FINALLY THE FLOGGING STOPS - THE FAT ADM DROPS THE WHIP IN EXHAUSTION !!



I'M JUST WASTIN' MY TIME!
THE WHIP DON'T MEAN
NOTHIN' TO ME!!

I'VE A GOOD MIND T' GET RID
O' YOU ONCE AN' FOR ALL !



ALL I GOTTA DO IS --- **NO!**
I GOT ANOTHER IDEA! I GOT
ANOTHER JOB FOR YOU T' DO!



THERE'S A PURTY LITTLE GAIL I WANNA MARRY UP
WITH --- BUT SHE WON'T HAVE ME ! YOU GO TO
THE LITTLE WHITE CABIN AT THE OTHER END OF
THE MARSH, AN' YOU BRING HER TO ME !!!



ONCE MORE YOU LEAVE, SOME KINDA SENSE TELLING YOU
THAT IF YOU FAIL THIS MISSION YOU'LL BE TORTURED BY
THE MASH OF THE DEVIL-DOLL --- A TORTURE LIKE NOTHING
ON EARTH! YOU MUSTN'T FAIL --- YOU **MUST** GET THE GIRL !!



WHEN YOU GET HER HERE I'LL PRETEND
I'M **PROTECTING** HER FROM YOU --- I'LL
SAVE HER AN' TAKE HER BACK HOME !
SHE'LL BE GRATEFUL TO ME --- AN'
GRATITUDE AIN'T FAR FROM LOVE !

THE NIGHT WAS GROWN EVEN DARKER AS YOU STALK TOWARD THE WHITE CABIN AT THE EDGE OF THE SWAMP...



SUDDENLY ITS SHAPE LOOMS UP AHEAD OF YOU --- YOU CREEP UP TO THE FRONT DOOR AND TRY THE KNOB --- IT'S LOCKED !



BUT LOCKED DOORS MEAN NOTHING TO YOU !



YOU'RE IN THE SHADOWS WHERE SHE CAN'T SEE YOU --- BUT NOW! CAN SEE AHEAD !



AND SUDDENLY SOMETHING INSIDE OF YOU SHAPS ! YOU CAN'T MOVE FORWARD! YOU CAN'T CARRY OUT YOUR ORDERS !! ALL YOU CAN DO IS FLEE BACK INTO THE MURKY, EVIL NIGHT !!!



THE AWAY TIME YOU FAILED, YOU COULDN'T HELP YOURSELF...



BUT AWAY TIME THERE'S NO EXCUSE ! THIS TIME YOU'LL BE TORTURED FOR YOUR FAILURE !



— TO —
PREPARE FOR
ETERNAL
CHAMPIONS,
USE STREET FIGHTER II
AS YOUR
TRAINING
WHEELS.



On a full-body stretch, Blitz from Street Fighter II in China. Last as there's more, they're here. A long like Blitz's condition, you'll get more.



In the Tournament Mode, Tribal pulls a line a good thing about an 8000000. 10 days you can make him, 20 more than any other fighting game.



Let me Felix jump a few feet in the power mode. There's another game that lets you have your whole before battle. Don't risk your dream, there's no way.



The Battle Room, where the room will take you a long way. Also, you can't do a full-body stretch of the... with a double. Still on-line on Double. They're like Cigar, so you'll get a happy by a girl!

You probably aren't prepared for such an intense fighting game. Few are. That's why we've included the Bio-Tracker and Instant Replay, to help ready you for fierce competition. You'll battle nine huge warriors, each with their own martial arts fighting style, like Jui-Kun, Do and Ninjitsu. With 35 killer moves, any of these guys could kick Gull's butt. Get good enough and you'll discover all the cool Or skills. Prepare yourself. Because when it comes to pain, it's better to give than receive.



WELL! YOU'RE BACK ALREADY!
IS THE GIRL ---? YOU'RE *ALONE!*!!!
WAY, YOU --- I'LL ---



BUT BEFORE HE CAN REACH THE DEVIL-
DOLL, YOUR HANDS SLIDE AROUND
HIS THROAT!

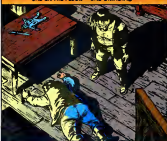


ARGHHHH! YOU CAN'T --- YOU
HAVE NO WILL OF YOUR OWN!
I'M YOUR MASTER! YOU ---
ARGHHHHH!!!

TIGHTER --- TIGHTER! THIS IS INSANE!
IT'S BEYOND ALL REASON! NO ZOMBIE
CAN ACT WITHOUT ORDERS --- AND YET ---



IT'S *ZOMBIE!* NOW THERE ARE TWO DEAD MEN IN THE HUT ---
ONE ON THE FLOOR --- ONE STANDING!



YOU LEAVE THE SHANTY, AND TRUDGE SLOWLY
BACK INTO THE DARK, EVIL SWAMP --- YOU STAND
MOTIONLESS UNDER THE WAXING MOON ---



YOUR MIND IS A BLANK, AND YOUR GLASSY EYES STARE UN-
SEEKINGLY INTO THE NIGHT ---
BUT YOU ARE *FREE!* NOW ---
FREE TO RETURN TO THE OVER-
LASTING PEACE OF THE GRAVE!



FOR THE FIRST TIME IN HISTORY
A ZOMBIE HAS SLAIN HIS MASTER!
FOR NO MATTER HOW STRONG
THE POWER OF BLACK MAGIC IS ---



---IT'S NEVER AS STRONG AS THE POWER OF
LOVE! NOW COULD HE POSSIBLY HAVE EX-
PECTED YOU TO KIDNAP THE GIRL WHO HAD
ONCE BEEN YOUR VERY OWN
DAUGHTER!!!



THE END

the **END** of the **WORLD**

WHEN
WILL IT COME?
HOW WILL IT
HAPPEN? HERE
IS THE STORY
OF A MAN
WHO KNOWS
THE
ANSWERS!



IT WAS INDEED A FATEFUL DAY IN 2423 A.D. WHEN I, JULIUS KANE, DISCOVERED THE MIGHTY AND TERRIBLE SECRET OF HARNESSING THE FULL POWER OF MAGNETIC FORCE!



THAT PINPOINT OF MATTER EXPLODED LIKE DYNAMITE! I'VE DISCOVERED SOMETHING EVEN MORE POWERFUL THAN THE H-BOMB! --- BUT FOR WHAT? MAN HAS GROWN SO WAR-LIKE IN THE LAST 500 YEARS THAT THIS WILL MEAN ONLY ANOTHER METHOD OF SLAUGHTER AND MISERY!



I'LL NOT DISCLOSE
WHAT I'VE JUST
NOW LEARNED!
IT WILL REMAIN
MY SECRET AS
LONG AS --

OPEN
UP! IT'S
THE
POLICE!

MILITARY OFFICERS ROUGHLY ESCORTED ME TO AN AIR CAR...

WHAT'S THE MEANING OF THIS?
WHAT HAVE I DONE!

THAT'S NOT FOR ME
TO SAY! WE'RE
MERELY CARRYING
OUT ORDERS!

SOON I WAS STANDING BEFORE GENERAL
ALEXANDER, THE DESPOTIC HEAD OF THE MILITANT
GOVERNMENTS OF THE WORLD...

I KNOW YOU'VE BEEN EXPERIMENTING
WITH MAGNETIC FORCE, HANE! WHAT
HAPPENED IN YOUR LABORATORY
A WHILE AGO?

WHY -- AH --
THERE WAS
AN EXPLOSION! I CAN'T SAY
JUST NOW IT
HAPPENED!

CAN'T SAY OR WON'T
SAY? HANE, I BELIEVE
YOU'VE DISCOVERED
THE SECRET YOU'VE
BEEN SEEKING!
I'LL GIVE YOU 24
HOURS TO PRODUCE
WHAT YOU'VE FOUND!

I WAS RETURNED TO MY HOME
AND LABORATORY, WHERE I
TRIED TO DECIDE WHAT TO DO!

THEY'LL KILL ME IF I DON'T
PRODUCE MY SECRET! IF I
DO, IT MIGHT MEAN DEATH
TO MILLIONS!

WHILE I MEDITATED, A FACE FLASHED ON THE
TELEVISION SCREEN...

HELLO! HERE IS A RADIO
MESSAGE FROM THE
COMMANDER OF THE SPACESHIP
GALAXIA! WE HAVE JUST REACHED
MARS -- THE FIRST EARTHINGS TO
LAND HERE! WE HAVE FOUND THE
PLANET HABITABLE! THE NATIVES,
WHO ARE SIMILAR TO OURSELVES,
ARE FRIENDLY, AND SHOULD BE
EASY TO OVERCOME!

GENERAL ALEXANDER HAS ANNOUNCED THAT
AS SOON AS THE GALAXIA RETURNS, WARSHIPS
WILL BE CONSTRUCTED TO FLY TO MARS AND
TAKE OVER THE PLANET!

INTERPLANETARY WAR!
SO THAT'S THE NEXT STEP
THIS WORLD IS TAKING!
WELL-- THAT GIVES ME
MY DECISION!



I WORKED THRU THE NIGHT ON
A MOMENTOUS SCHEME THAT
WOULD AFFECT EVERY HUMAN
BEING IN THE SOLAR SYSTEM!



MY CALCULATIONS PROVE
THE THING CAN BE
ACCOMPLISHED!

THIS, WHEN THE POLICE CAME
FOR ME, I WAS READY TO
FACE GENERAL ALEXANDER....



SIR, I WAS NOT PREPARED YESTERDAY TO GIVE
YOU SOMETHING DEFINITE, BUT NOW I CAN SAY
WITH FULL CERTAINTY THAT I HAVE COME ACROSS
THE SECRET OF harnessing MAGNETIC FORCE TO
EXPLODE AS A BOMB MORE DEVASTATING BY FAR
THAN THE H-BOMB!



EXCELLENT!-- IF TRUE,
I WANT AN IMMEDIATE
DEMONSTRATION!

THE BLAST WOULD BE TOO
DESTRUCTIVE TO EARTH,
GENERAL! THE BOMB WILL
HAVE TO BE EXPLODED
ON THE MOON!



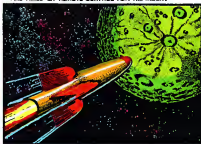
HMM! THEN
YOU WILL START
WORK AT ONCE
WITH MY OFFICIALS
AND SCIENTISTS
ON THIS PROJECT!



FOR WEEKS I WORKED WITH THE
GENERAL'S MEN TO PREPARE
EQUIPMENT AND APPARATUS....



FINALLY THE LETHAL LOAD WAS ROCKETED INTO SPACE,
AND AIMED BY REMOTE CONTROL FOR THE MOON!



A WEEK LATER I WAS CALLED TO
GENERAL ALEXANDER'S OFFICE....

THE RADAR IN THE ROCKET
INDICATED IT STRUCK THE
MOON TWO HOURS AGO.
BUT OUR ASTRONOMERS
SAW NO EXPLOSION!
WHY DID YOU FAIL?

I'VE
DONE
MY
WORK! I
HAVE
NOTHING TO
SAY... YET!



KANE, I DON'T
TRUST YOU! YOU'RE
A PACIFIST, AND THERE'S
NO PLACE IN THIS
WORLD FOR ANYONE
WHO DOESN'T BELIEVE
THAT AGGRESSIVE
WARFARE IS THE HIGHEST
PURSUIT OF MAN! I'M
GOING TO IMPRISON
YOU UNTIL ---



THE NEXT INSTANT THE
BUILDING SHOOK VIOLENTLY!



THAT FIRST
EARTH
TREMOR
WAS MORE
OMINOUS
TO ME
THAN TO
ANY OTHER
MAN!
YET I
FELT A SURGE
OF TRIUMPH,
FOR THE QUAKE
PROVED THAT
MY PLAN
WAS WORKING!

I EXPECTED THAT QUAKE! THERE'LL
BE MORE VIOLENT ONES, TOO! YOU
SEE, I ADJUSTED THE ROCKET
CONTROLLER SO THAT THE ROCKET
WOULD CRASH ON THE OPPOSITE SIDE
OF THE MOON! THE BOMB DID
EXPLODE! IT HAS FORCED THE MOON
OUT OF ITS ORBIT, AND HAS PUSHER
IT TOWARD EARTH -- TO BLAST YOU
AND THIS WAR-CRAZY WORLD OUT
OF THE KILLING BUSINESS!



WHAT?!

AS THE GENERAL ANGRILY LUNGED FOR
ME, EARTH SHUDDERED AGAIN, AND
THE WALLS BEGAN TO CRACK!



THE GENERAL SHOUTED FOR GUARDS TO SEIZE
ME, BUT IN THE CONFUSION AND TUMULT I HAD
LITTLE TROUBLE ESCAPING TO THE STREETS!



SOMEHOW I MANAGED TO GET HOME! I LOADED
MY ANTI-GRAVITY AIA CAR, WITH FOOD AND
WATER, AND LIKE THOUSANDS OF OTHERS WITH
SIMILAR TRANSPORTATION, TOOK TO THE SKY...



AIRWAYS WERE SO CROWDED AND IN SUCH CONFUSION THAT THERE WAS SMALL LIKELIHOOD OF MILITARY POLICE FINDING ME! DAYS PASSED WHILE THE WORLD TREMBLED WITH INCREASING SEVERITY! FROM THE SKY I WITNESSED A STEADY EXODUS FROM THE CRUMBLING CITIES--THE PROUD CITADELS THAT HAD BEEN BUILT ON THE LOOT OF BLOODY WARS!



TERRIFIC GALES SWEEPED THE GLOBE, WHIPPING MOST AIR TRAFFIC TO DESTRUCTION....



OUR SATELLITE CAME EVER CLOSER, LOOMING LARGER BY THE HOUR! SEAS PILED UP IN MOUNTAINOUS TIDES THAT SURGED INLAND....



I KNEW THAT NO LIFE COULD CONTINUE ON THE EARTH'S SURFACE! IT WAS CONVULSED WITH QUAKES! GREAT FISSURES RAN THE LENGTHS OF THE CONTINENTS, SLICING THE WORLD'S LAND SURFACE INTO VAST SEGMENTS!



LAVA, SMOKE AND STEAM SPewed FROM EARTH'S INTERIOR! GREAT PILLARS OF OCEAN WATER WERE PULLED INTO THE SKY! YET A FEW AIR CARS, MINE INCLUDED, REMAINED ALOFT!



THEN, WHEN IT WAS ONLY A FEW THOUSAND MILES FROM EARTH, THE MOON WAS SHATTERED BY THE TREMENDOUS FORCE OF GRAVITATION EXERTED BETWEEN THE TWO PLANETS!



HOURS LATER, SOME OF THE LUNAR FRAGMENTS PLUNGED DOWN UPON EARTH LIKE BLAZING METEORS! IT WAS THEN THAT MY AIR CAR WAS VIOLENTLY BUFFETED INTO A LARGER ONE....



I WISH I HURT, ALTHOUGH THE VEHICLES TELESCOPED! AND I WAS THROWN INSIDE THE OTHER AIR CAR! I STRUGGLED TO MY KNEES TO CONFRONT--

GENERAL ALEXANDER!

YOU! YOU'VE DONE THIS! YOU'VE DESTROYED A PLANET!



BUT I SPARED THE PEACEFUL PEOPLES OF OTHER PLANETS FROM ANNIHILATION BY YOU AND YOUR KIND!



I DON'T REMEMBER WHAT HAPPENED NEXT! PERHAPS MY BODY WAS BURIED IN A STATE OF EMBALMENT OR SUSPENDED ANIMATION! WHEN I REGAINED CONSCIOUSNESS, I FEVERISHLY CLIMBED MY WAY OUT OF THE RUBBLE....



A WORLD OF UTTER RUIN! NO SOUND! NO MOVEMENT! SOMEHOW IT SEEMS THAT THIS PAINFUL DEVASTATION TOOK PLACE YEARS AGO!



I SET OUT ACROSS THE LAND, DESPERATELY SEARCHING FOR ANOTHER HUMAN BEING! BUT I FOUND NONE---ALIVE....



I AM ALONE--
THE LAST
PERSON
ALIVE!

ABOVE ME NOW STRETCHES A GLOWING SATELLITE RIBBON FORMED BY MOON FRAGMENTS THAT FAILED TO FALL! BUT TO ME, IN MY UNCHANGING MIND, IT IS AN ONLY MOMENT--A REMINDER THAT I AM THE MAN WHO CAUSED THE MOON TO FALL--AND CAUSED THE END OF A WAR-WAD WORLD!



THE END

THE ODDEST COMICS EVER!

CURSE OF THE WEIRD

MORT TODD
EDITOR

% MARVEL COMICS GROUP
387 Park Avenue South
New York, New York 10016

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BEWARE! Just because this is the last issue of **CURSE OF THE WEIRD**, don't think you can escape! If I have my way, you'll see a regular enigmizing of pre-Comics Code strangeness from Marvel! Keep an eye over your shoulder for these releases and until then, we'll see you in your nightmares!

MORT Best Regards,
MORT TODD

Solutions and welcome to the terminal issue of **CURSE OF THE WEIRD**, where it's safe to say we saved the best for last!

Let's start with the creepy cover art for this issue, Tennyson Smith just can't stop playing with dead things. After two spectacular paintings of the Man-Thing for **BOOK OF THE DEAD**, he applies his touch to the undead **Zombie**! Tennyson has also created three beautiful covers for Marvel Master's **BOB MARLEY: TALE OF THE TUFF GONG** comic series. The first issue, called **IRON** and out this spring, also has a 10 page history of the Rastafael painted by the talented Mr. Smith. Though gone from this world, Bob Marley continues to positively influence our planet from beyond!

Our lead story, "Zombie" is a classic from **MENACE #3** (July 1933), reprinted for the first time since then, unedited and in color. The story's by Marvel's godfather, Stan Lee and rendered by Bill Everett. Bill created Prince Namor, the Sub-Mariner in the late 1930s and went on to co-create **DAREDEVIL** with Stan. The new colors on this story were provided by resident **MIDNIGHT SONS** colorist John Kufner.

20 years after Stan and Bill created the **Zombie**, he was unearthed again for a black-and-white series from Marvel, **TALES OF THE ZOMBIE**. We found out he had a name, Simon Garth, and the origin story was altered a bit for the series. You can't keep a good corpse down and years after his title was cancelled, Mr. Garth shambled into last summer's **DAREDEVIL**.

ANNUAL #9. We haven't seen the last of that series, for sure!

Next up have "The End of the World" from **MARVEL TALES #103** (Feb 1931) by one of the most unique talents in comics, Basil Wolverton. Basil's art may not be for everyone, but he certainly influenced tons of artists in every media. His work ranged from science fiction adventure (Spacehawk), humor (Mad magazine) and horror (Weird Tales of the Future) to religious (adapting the Bible). Much of his work has been reprinted by various publishers and a whole bunch of proofs to his Atlas horror comics have been dug up in the Marvel warehouse for future printings. "The End of the World" was newly colored for us by comics veteran George Roussos. George has been drawing comics since the 1940s, working with such greats as Jerry Robinson and Mort Meskin on characters like Batman, Air Wave and the Black Terror. As George Bell, he inked many Marvel super hero classics including early issues of the **FANTASTIC FOUR**.

What could come after "The End of the World" but "Worlds at War"? After EC Comics folded its titles, like **Tales From The Crypt** and **Vault of Horror**, many suddenly underemployed artists came over to Atlas Comics (Marvel's company name in the 1950s). We saw Joe Orlando in **CURSE OF THE WEIRD #2** and now here's a look at a tale from **JOURNEY INTO MYSTERY #50** (Jan 59) by the artist's artist Jack Davis. Perhaps best known for his art in **Mad** magazine, Jack's work has appeared on the cover of *Time*, album covers, international advertising and animation. He produced quite a bit of work for Atlas/Marvel and we look forward to presenting more of it. Another EC stalwart, Wally Wood, has some work in **BOOK OF THE DEAD #4**. "Worlds at War" was colored by Ashley Passella, who also colors **BIKER MICE FROM MARS**.

Lastly, and definitely not least, is the first work by artist Steve Ditko for Atlas/Marvel.

"There'll Be Some Changes Made" from **JOURNEY INTO MYSTERY #33** (Dec 36). **JOURNEY INTO MYSTERY** was a long-running series featuring horror and monster stories until the appearance of the mighty Thor in issue #43. Thor continued to appear there until the first issue of **THOR** (actually #126), which took over the numbering from **JIM**.

"There'll Be Some Changes Made" was the start of a long relationship with Marvel for Steve Ditko, who went on to create Spider-Man, Dr. Strange and other fascinating creations. Steve's new covers for **CURSE OF THE WEIRD** and **MONSTER MENACE** have thrilled his fans all over the world. The story is newly colored by Marvel Ballpenner Paul Beeson, who has also recolored most of Steve's stories reappearing in the above-mentioned titles.

Though this is the last issue of **CURSE OF THE WEIRD**, it is by no means the end. The art in the Marvel vault is screaming to be seen again and will be. Until then, **STAY WEIRD!**

ALSO ON SALE THIS MONTH:

MONSTER MENACE #4

Lee, Ditko and Jack Kirby strike again with "Return of the Terrors", "Gargo" and "Korgg, King of the Spider Men" Cover by Floyd (HELLHOUND) Hughes.

DR. STRANGER VS DRACULA #1

The Master of the Mystic Arts becomes a bloodsucker after battling the Lord of Vampires! Cover by Kyle (BRAIN THE CHAIN) Baker.

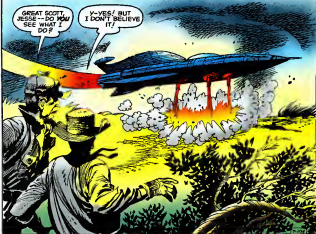
BOOK OF THE DEAD #4

The Monster of Frankenstein and the Man-Thing by Mike Ploeg. Bonus Wally Wood terror tale. Cover by Vince (GONAN) Evans.



IT ALL STARTED ON THAT BLEAK NOVEMBER DAY IN 1983, WHEN OUR CENTRAL INTELLIGENCE AGENCY IN WASHINGTON, D.C. RECEIVED THE INCREDIBLE REPORT THAT A ROCKET SAWP HAD LANDED IN A REMOTE AREA OF IOWA! THIS WAS THE FIRST OF THE FANTASTIC EVENTS WHICH WOULD LEAD TO...

WORLDS AT WAR!



WE ARE FROM ALABAMA! YOU WILL INFORM YOUR GOVERNMENT THAT WE WISH TO SPEAK TO THEIR REPRESENTATIVES AND THOSE FROM THE EASTERN COMMUNIST STATES!



AND THAT WAS WHERE I CAME IN... THE NAME IS GEORGE DEVLIN, COLONEL, U.S. ARMY! WITHIN AN HOUR AFTER THE MARTIANS LANDED, I WAS IN A PLANE LOADED WITH APPREHENSIVE TOP BRASS AND V.I.P.'S -- HEADING FOR THE ALIEN SPACE SHIP!



DURING OUR FLIGHT, I FELT THE SAME DREAD AS THE OTHERS, AND PERHAPS TO SURPRESS IT, I BEGAN REVIEWING BRIEFLY THE EVENTS OF THE PAST 3 DECADES THAT I WAS MOST CLOSELY CONNECTED WITH. FOR ALMOST 40 YEARS OUR WORLD HAD BEEN DIVIDED INTO 2 ARMED CAMPS. ONE CONSISTED OF THE DEMOCRATIC NATIONS AND THE OTHER OF THE COMMUNISTIC COUNTRIES. FOR THESE 2 SCORE YEARS, THE PRIMARY ACTIVITY ON OUR PLANET WAS THE WAGING OF A "COLD WAR" -- WHICH OCCASIONALLY BECAME VERY HOT...



IN EACH NATION'S EAGERNESS TO CONTRIBUTE TO WHAT THEY REGARDED AS A NECESSARY, IF NOT A HAPPY ENDANGER, MANY SCIENTIFIC AND TECHNOLOGICAL ADVANCES WERE MADE. THE ATOM BOMB WAS REPLACED BY THE HYDROGEN BOMB AND BOTH BECAME OBSOLETE WITH THE ARRIVAL OF THAT ULTIMATE IN MASS DESTRUCTION--THE COBALT BOMB! A WEAPON, IF USED, CAPABLE OF DESTROYING ALL HUMAN LIFE ON OUR PLANET WITHIN A MATTER OF SECONDS!!



IN THE FIELD OF "MISSILES," TREMENDOUS STRIDES HAD BEEN MADE. MAN-MADE SATELLITES OF EARTH WERE COMMONPLACE... SINCE 1950, BOTH THE WESTERN AND EASTERN POWERS HAD BEEN SENDIN' MANNED ROCKETS TO THE MOON! THE NEXT STEP WOULD BE TO BUILD A SPACE SHIP CAPABLE OF CARRYIN' MAN TO THE OTHER PLANETS OF HIS SOLAR SYSTEM!



BATTLES ARE WON WITH BULLETS — WARS ARE WON WITH BRAINS —



The only action game that requires strategy to win. The only strategy game that's hot enough to melt your armor. With the advantages of an advanced 3-D flight simulator, as well as a shrewd and cunning mind, you'll face the most ferocious intergalactic combat yet seen: MechWarrior, one of the most original games ever developed.



It's the year 3023. Revenge is your motive. A BattleMech is your method. Outmaneuver, outsmart and outfight the Dark Wing Lance. Pursue every lead. Track them to the farthest corners of the galaxy. But ya' gotta be smart. Only a great

strategy can ensure victory. Use your missiles, cannons, lasers and jumpjets wisely if you expect to defeat your crafty foes. Your reward? More money to build more powerful 'Mechs, critical to completing your ever more complicated missions.



Parched in the control room of a 60-ton 'Mech, incredible 3-D graphics allow you to command the action.

Use the Practice Mode and Save Game features to jump straight into the action. Whether you choose instant action or the rewards of an entire combat career, it's sure to make you sweat bullets.

ACTIVISION It's MechWarrior.

FASA
ENTERTAINMENT

WHEN WE AND THE REPRESENTATIVES FROM THE "IRON CURTAIN" COUNTRIES REACHED THE MARTIANS AND THEIR ROCKET SHIP, WE FOUND THEM ENIRCLED BY U.S. ARMY TROOPS-- AND BEYOND THEM, A TERRIFIED CROWD HAD GATHERED FROM THE NEARBY TOWNS...

HERE COME THE "BIG BRASS".

WHAT WILL THEY BE ABLE TO DO?

MAYBE NOW WE'LL FIND OUT WHAT THESE CREATURES WANT!



FOR MANY YEARS NOW, THE GOVERNMENT OF MY PLANET HAS BEEN STUDYING YOU EARTHMEN, LEARNING YOUR CUSTOMS AND TONGUES! AFTER 2,000 BARBAROUS YEARS OF WARS, YOU'RE STILL NOT ABLE TO LIVE PEACEFULLY WITH EACH OTHER!



THEREFORE, WE HAVE COME TO YOUR PLANET TO TELL YOU THAT WITHIN ONE MONTH YOU EARTHMEN WILL BE INVADIED AND DESTROYED BY OUR MARTIAN MILITARY FORCES!!



AS WE SLOWLY APPROACHED THE MARTIANS, I FELT MORE AFRAID THAN I'D EVER BEFORE KNOWN...

WE'RE THE REPRESENTATIVES OF OUR WORLD'S LEADING POWERS... WELCOME TO EARTH!

ER... WE TRUST YOU'VE COME IN PEACE...

NOT QUITE, EARTHMEN--



TO MAKE MATTERS WORSE, YOU'VE PERFECTED YOUR ART OF MURDERING ONE ANOTHER TO A REVOLTING DEGREE! SOON YOU'LL BE ABLE TO REACH THE PLANETS OF OUR SOLAR SYSTEM-- AND WE CAN'T AFFORD TO ENDANGER OUR OWN CIVILIZATION BY ALLOWING YOU TO COME INTO CONTACT WITH IT!



WE STOOD DUMFOUNDED-- ONLY ABLE TO PROTEST FEERILY AS THE MARTIANS BOARDED THEIR ROCKET SHIP AND WITH A TREMENDOUS RELEASE OF NUCLEAR POWER, TOOK OFF FROM EARTH...



AS OUR SHOCK ARMED, THE INCREDIBLE PERIL OF THE SITUATION BECAME ALL TOO CLEAR!

THIS IS MONSTROUS! IF THEY HAVE A ROCKET SHIP THAT CAN REACH EARTH, THEY MUST HAVE THE MEANS TO ANNIHILATE US AS WELL! AND THEY INTEND DOING IT!!

WE'VE GOT TO DO SOMETHING! BUT WHAT?



THERE'S ONLY ONE THING TO DO! WE HAVE TO END OUR "COLD WAR" IMMEDIATELY! AND COMBINE OUR KNOW-HOW, TO BUILD A SPACE SHIP CAPABLE OF REACHING MARS! WE HAVE TO GET THERE AND CONVINCE THEIR RULERS SOMEHOW, TO CALL OFF THEIR INVASION! WE MUST--BEFORE IT'S TOO LATE!!



AND THAT'S WHAT HAPPENED--THE GREAT POWERS ON EARTH MET, REALIZED HOW TRIVIAL THEIR DIFFERENCES WERE IN THE FACE OF THE HYDROUS THREAT THEY'D JUST RECEIVED, AND QUICKLY RESOLVED TO CONSOLIDATE ALL THEIR ENERGIES IN THE MAKING OF A "MARS BOUND" SPACE SHIP... THEIR ONE POSSIBLE CHANCE FOR SURVIVAL!

I AGREE! I AGREE! I AGREE!

THIS IS THE FIRST TIME IN YEARS THAT THEY'VE AGREED UNANIMOUSLY ON ANYTHING!



THAT'S IT, CHARLIE--A LITTLE MORE TO THE LEFT...

YOU THINK WE HAVE THIS SHIP READY IN TIME, COMRADE?

WE HAVE TO, IVAN! WE MUSTN'T FAIL!



ALMOST MIRACULOUSLY, AFTER 3 WEEKS OF CLOSER CO-OPERATION AND COMRADESHIP THAN ANYONE HAD EVER THOUGHT POSSIBLE, THE PROJECT WAS COMPLETED--WE HAD BUILT THE SPACE SHIP!

FOR CAPITALIST WORKER YOU DO PRETTY GOOD JOB, JOE!

THANKS! YOU DIDN'T DO SO BADLY YOURSELF, DIMITRI!



IMMEDIATELY AFTER COMPLETION, THE SPACE SHIP TOOK OFF FOR MARS...

YOU KNOW, COMRADE, EVEN IF WE SHOULD FAIL, THERE'S ONE THING I'M GLAD OF... AFTER THESE PAST WEEKS I CAN FINALLY CALL YOU "COMRADE" --AND MEAN IT!

THANK YOU, COLONEL! I TOO, AM GLAD TO BE ABLE TO SEE MANY THINGS DIFFERENTLY NOW!



Yes, that is a gun in our package and we are happy to see you.



Bring on the big guns. Lethal Enforcers[®] has shot point blank from the arcade hit to two home formats: Sega CD[®] and Sega[®] Genesis[®]. The Chicago P.D. needs you to go up against a slew of terrorists like you've never seen. Every deadly move is digitized from actual human movement. It's so lethal we needed to load your side arm, The Justifier[™], into every package, for a total arcade experience unlike anything you've played at home before.

Just like at the arcades, you've got to time your quick reload feature exactly right so you don't run out of ammo. Upgrade your firepower along the way to magnum, 12-round automatic, assault rifle or grenade gun. Six levels, including target training, will put your skill to the test in the parts of the Windy City the tourists never see.



Be on the lookout for a bank job in progress, high speed chase, rumps in Chinatown, helicopter pursuit and volatile Heat of the Night Vision during a chemical plant sabotage. See and hear it all in intense digitized graphics, realistic settings and painful sound effects. But watch out for the innocent bystanders or you may go home in a zip-up package.

For one or two top cops.
(2nd player can use extender or not in for another "Justifier." See details inside package.)
A Super NES[®] game may be released. Please check with Konami for availability.

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KONAMI[®]



THE SPACE SHIP ARRIVED SAFELY ON MARS! BUT AS THE DELEGATES CAUTIOUSLY DESCENDED...

WELCOME! WE'VE BEEN EXPECTING YOU!

EXPECTING US?? I DON'T UNDERSTAND!

CAREFUL, IT MAY BE A TRAP...

KEEP YOUR GUNS HANDY! NOT THAT THEY'LL HELP US MUCH HERE!



ALLOW US TO EXPLAIN, EARTHMEN...IT'S TRUE THAT WE MARTIANS ARE MORE ADVANCED THAN YOU SCIENTIFICALLY AND TECHNOLOGICALLY!

BUT WE ARE A PEACE-LOVING PEOPLE! WE HAVE NO WEAPONS OF DESTRUCTION NOR ANY ARMY TO WAGE A WAR!



WE THREATENED TO INVADE YOU IN ORDER TO CAUSE YOU 2 WORLD POWERS TO FORGET YOUR DIFFERENCES WHILE UNITING AGAINST WHAT YOU THOUGHT WAS A COMMON ENEMY!



AND FROM THE LOOKS OF THINGS, THAT'S JUST WHAT YOU'VE DONE!



THE DELEGATES FROM EARTH HAD BEEN SHOCKED!... SOON, AFTER THE MOST CORDIAL GOOD-BYES, THEY LEFT MARS TO TELL THE PEOPLE ON EARTH THIS GOOD NEWS...

ALL THESE YEARS WHAT PEOPLE WE'VE BEEN! WELL, WE CERTAINLY LEARNED A LESSON-- FROM A PEOPLE FAR WISER THAN WE!

YES--WE'VE LEARNED WHAT WE SHOULD HAVE LEARNED A LONG TIME AGO--TO WORK AND LIVE TOGETHER IN HARMONY--IN PEACE!--AND LET'S HOPE WE NEVER FORGET THIS!



...AND WE NEVER HAVE FORGOTTEN IT--NOR HOW IT CAME ABOUT! WE CAN'T AFFORD TO, BECAUSE BROTHERHOOD IS SOMETHING THAT MUST CONSTANTLY BE WORKED AT--NOT JUST TAKEN FOR GRANTED! AND THAT'S WHY I'VE TOLD YOU YOUNGSTERS THIS STORY!



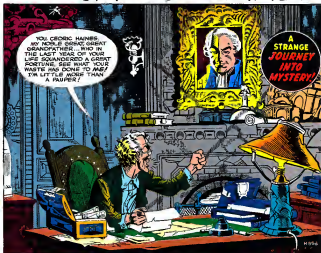
WE WON'T FORGET, GRANDPA GEORGE!

WE'LL NEVER ALLOW OUR EARTH TO BECOME A WAR-TORN WORLD AS IN OLDEN TIMES!

THE END

PAUL HAINES SOUGHT TO CHANGE HIS FORTUNE ON A MERE PUSH OF A BUTTON, BUT TO HIS CHAGRIN HE LEARNED THAT THE RESULTS OF ANY CHANGES ARE UNPREDICTABLE!

THERE'LL BE SOME CHANGES MADE



IT WAS QUITE TRUE THAT PAUL HAINES' ANCESTOR, GEORGE, WHO HAD BUILT THIS HOUSE IN NEW ENGLAND, WAS A WASTREL...



BULLPEN COMICS BULLETINS

PROFILE: J.M. DeMatteis

J.M. DeMatteis has been scripting various Spider-Man comics "for a zillion years," as he puts it. J.M.'s first Spidey work came on the late, lamented MARVEL TEAM-UP series, followed by a recent stint on SPECTACULAR SPIDER-MAN. Now J.M. will be the regular writer on AMAZING SPIDER-MAN, in addition to his other monthly assignment, X-FACTOR. We webbed down your friendly neighborhood DeMatteis long enough for him to answer a few questions.

Where and when were you born?

I was born in Brooklyn, New York, on December 15, 1958.

How did you break into comics?

I broke in on the DC mystery books — *House of Mystery*, *World War Tales* — in the late '70s.

Who are some of your creative influences?

In comics, Stan Lee and Jack Kirby. In literature, Dostoevsky, who is my favorite writer of all time. In film, Orson Welles and Frank Capra. In pop, Motown blues.

Which comics have you worked on in the past?

Justice League, Dr. Fate, CAPTAIN AMERICA, DEFENDERS, MOON-SHADOW, BLOOD, GREENBERG THE WARRIOR, and recently, some Vertigo stuff like *Mercy*.

Which super-power would you most like to have?

I'd have to say flight. I don't know anyone who wouldn't want to fly. I don't need super strength or anything like that.

Where did you receive your training?

Well, I graduated from Empire State College — which is not to be confused with the fictitious Empire State University that Peter Parker goes to! I was an English and Creative Writing major. I've always done a lot of writing. Before I got into comics, I was a rock-and-roll journalist, doing reviews and articles for magazines like *Rolling Stone*.

What are your hobbies?

Travel, music... playing guitar... singing... writing songs. I should add here that I hate the word "hobbies," because it takes something which you could be really passionate about and makes it sound trivial.

What advice would you have for aspiring young comics pros?

Persistence, more than anything else. And the ability to listen to criticism.

What comic character do you most resemble?

Greenberg the Vampire. We look alike. It wasn't planned that way, but he came out looking like me. I guess there was something in my description of Greenberg in the plot that inspired the artist to draw him like me.

What is the most interesting place you have ever been?

Probably India. I have been there a few times. It's my spiritual home. I find it to be the most fascinating and spiritually charged place on the planet.

Which monster is the scarier — Frankenstein, Dracula, or Wolfman?

I can discount Frankenstein, because he's too lumbering. Between Dracula and the Wolfman — I've always found vampires to be a little bit more dangerous than the other violent beings.

What would you be doing if you weren't in comics?

Honestly, I would still be writing. Instead of comics, maybe I would be a novelist or a screenwriter.

What TV shows do you watch on a regular basis?

On a regular basis, only *Star Trek: The Next Generation* and *The Simpsons*.

How do you want to be remembered every years from now?

Just as a decent human being. But let's stress that that's many, many years from now!

THE BULL'S EYE

by BICH PARKER



CRAIG'S CONUNDRUM

There's a lot more to this universe than meets the eye. Even when we get the best eyes that science and technology can provide — like the Hubble Space Telescope — what is revealed to us is only a tiny fraction of what is really out there.

So what do we actually know about the powers that rule the cosmos?

Previous titles, as it turns out. For all our telescopes, space probes, rockets and Voyagers, we have barely even begun to recognize the forces that shape the universe around us. But in our quest to satisfy our curiosity, we keep looking, probing, searching... without having any idea of what we might find.

And that is the crux of the problem! Is the universe a benign place, content to let us ignorantly expand our sphere of influence out from the shores of mother earth?

Or... is there a chance that the universe is far more... than we comprehended — populated by beings such as Thanos, Tyrax, Mong, or Tyrant? And, if there is even a remote possibility of that, do we want to be calling attention to ourselves? Because if that is true, we might find planet Earth at the mercy of the Cosmic Powers.

Check out what I'm talking about in the COSMIC POWERS limited series I'm editing, beginning this week.

Craig Anderson
Craig Anderson

NOW ON SALE

AVENGERS #102: Send a shock down the Black Knight — literally!

BLAZES & BITE-HEAD #1: The comic is cool, the movie is hot!

BLAZE IN OF 4: Blaze vs. Hysteria! — and more!

COSMIC POWERS IN OF 4: These lights alone... (he liked you, didn't he?)

DOOM 2000 #102: Enter the world of war of China 2000!

DR. STRANGE VS. DRACULA #1: And may the vampire war begin!

FACTORY #1: We Don't mother die!

ICEBERG #1: Captain Blake in book — just in time for the

IRON GUY's back-to-back party FANTASTIC FOUR UNLIMITED #1: Introducing the new Fantastic Four!

GAMBIT IN OF 4: Rogue, Wolverine, One kiss. One day. And Gambit has to fly the color!

ILL JOE #102: Move out, you gossamers, and meet the Mega-Mutant!

HELLHOUND IN OF 4: He told his soul... for rock-and-roll!

INCREDIBLE HULK #102: The Hulk Smelter is the Transformers is a full-on spectacle!

MAVIA, AGE #104: Battle & Bite Head and the Panther!

Four — perfect tonight! MARVEL COMICS #102: Daredevil, Wolverine, and more!

MARVEL TALES #102: The Wolverine returns!

MORRIS #102: Morry and Dr. Strange face the World!

MORTY THE DEAD TEENAGER IN OF 4: What if Mort had not died?

PUNISHER #102: The Red vs. the Mob — just like the Uncontrollable!

RAVAGE, BLOOD OF COSMIC #102: At long last — Cosmic!

SPIDER-MAN #102: Never did

off... (he thought the Spider-Man was Blackout!) is on the ground!

TRANSFORMERS: GENERATION 2 #1: Read the comic! Buy the toy!

WARRIOR & THE INFINITY WATCH #102: Get set for Mexican carnage!

WHAT IF #102: What if Wolverine led Alpha Flight?

X-MEN #102: The mutant world of the decade! The wedding of Storm, Gambit, and Jean Grey!

X-MEN 2000 #1: Buy a ticket to the Preach Grand!

I WAS THINKING ABOUT GEORGE HAINES, LENORE, AND HOW HE CREATED ME!

YOU'RE ALWAYS BLAMING AWA, PAUL! WHAT ABOUT YOURSELF? YOU'VE A GREAT TALENT FOR INVENTION. BUT YOU'VE WASTED SO MUCH TIME WORRYING ABOUT MONEY THAT WAS SPENT IN 1780!



STEW AGAIN! I'M SICK OF IT... SICK OF HAVING TO LIVE IN SUCH POVERTY!

I'VE NEVER COMPLAINED, DEAR, BUT I DO WISH YOU'D CONCENTRATE ON YOUR INVENTIONS! YOU MIGHT BE SUCCESSFUL!



THOSE SENTIMENTS DON'T FIT FOOD IN THE LARDER! IF THERE WERE ONLY SOME WAY OF CHANGING THE PAST!



CHANGE THE PAST? WHY HAVEN'T I THOUGHT OF THIS BEFORE? IT CAN BE DONE!



PAUL TOOK WHAT LITTLE SAVINGS HE HAD AND BOUGHT CERTAIN MYSTERIOUS EQUIPMENT! FOR NEARLY A MONTH THEREAFTER, HE WORKED FAR INTO THE NIGHT...



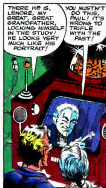
I'M GLAD TO SEE YOU SO INTERESTED IN YOUR WORK, DEAR!

MY INVENTION IS FINALLY FINISHED, LENORE!

IT LOOKS LIKE A TELEVISION SET, PAUL, ONLY MORE COMPLICATED!



ON ITS SCREEN I CAN BRING BACK ANY WAGE FROM THE PAST...AND WE CAN WATCH THE SUBJECT'S ACTIONS, HEAR HIS VOICE OVER THE AMPLIFIER!



YOU SEE, LENOIRE, HE WAS TOO SELFISH TO LEAVE ANY MONEY FOR FUTURE GENERATIONS!

NEVER- THELESS, PAUL, IT WAS HIS MONEY TO DO WITH AS HE PLEASED! LOOK, HE'S TALKING TO SOMEONE ELSE!



ALBERT, MY SON, I WANT YOU TO COME TO BOSTON WITH ME! I INTEND TO HAVE MR. REVERE MAKE SOME SILVER FOR OUR DINING ROOM!

I TELL YOU NOT TO SPEND HASTILY, FATHER!



YOU HEAR THAT? EVEN ALBERT SAW THAT HIS FATHER WOULD LEAVE HIM NOTHING!

NO NEED TO WORRY! I HAVE MILLIONS OF DOLLARS IN THAT CHEST IN MY STUDY!



NO, PAUL, YOU MUSTN'T!

IT CAN'T MAKE ANY DIFFERENCE TO GEORGE, BUT IT WILL TO ME! HE WON'T BE THERE LONG ENOUGH TO SPEND THOSE BILLIONS! THERE, IT'S DONE!



PAUL HAINES RUSHED AT ONCE TO THE STUDY AND TURNED ON THE DESK LAMP!

THE CHEST LENOIRE / THE CHEST IS HERE! I'M A NEW MAN! A MILLIONAIRE!



HE BROKE OPEN THE LOCK OF THE CHEST...

IT'S CONTINENTAL CURRENCY! NOT WORTH THE PAPER! IT'S PRINTED ON! I'M STILL POOR!



YOU WERE RIGHT! I'VE WASTED MY LIFE NEEDILY LONGING FOR SOMETHING THAT WASN'T MINE! FROM NOW ON I'LL MAKE GOOD ON MY OWN!

I KNOW YOU WILL, PAUL! THAT'S ALL I'VE EVER WANTED!



'94 FLEER
ULTRA™



X-MEN™

PREMIERE EDITION
TRADING CARDS

Illustrated and designed by Howard Chaykin

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We are the Blues Brothers!

BRIGUS



ANOTHER BLUES BROTHERS SCAN

